

Wander the World

*A Map Campaign in the ArcWorlde Fantasy
Miniatures Game*

Acknowledgements

This is a fanwork expansion of the campaign rules for Warp Miniatures' ArcWorlde. At the core of this expansion are their Campaign Rules. In addition, materials from their core rules, Duel of the Dead, and Descent into the Netherregions campaigns have been included for the sake of convenience. All of these can be found for free and accessible on the Warp Miniatures website. All copyright and ownership of those rules belong to Warp Miniatures.

ArcWorlde is a fantastic game with a wonderful line of miniatures and I ask that you pay them a visit at their website (<https://www.warpminiatures.com/>) and purchase books and miniatures!

Overview

The ArcWorlde system is a fantastic gameplay experience when played as one-off scenarios. However, you might hanker to write a longer story with your favorite characters as they explore the setting. There are many ways to play out a campaign. This document covers a more constructed experience but with plenty of room for randomness and serendipity to take the game in different directions.

These campaign rules serve as an adaptation of the Alpha Campaign rules provided by Warp Miniatures for their ArcWorlde Fantasy Miniatures game. The focus of this campaign is in exploring Upper ArcWorlde as a map campaign. One or more players will have a starting point and from there they will explore the world, consolidating their presence and overcoming the odds! They will be challenged, find fortune, and even (most likely) succumb to misfortune.

The rules of this campaign do not need to be followed strictly. They are a guideline for play. If there is something that you prefer instead, please adapt accordingly. The most important goals are to have fun and tell a good story!

This document has four sections of note: the Prologue, the Story, the Epilogue, and the Appendix.

- The Prologue will cover players establishing the warbands and the map. It will set the scenes for the stories to come.
- The Story is how you play the campaign, the general structure for gameplay and how players can interact with the world and each other.
- The Epilogue is the denouement of the campaign which wraps up this story and ushers along our characters along to their next stories.
- The Appendix is a collection of tables, optional rules, and other information directly and indirectly pertinent for the campaign.

If this strikes your fancy, continue on and dive into a campaign!

Prologue: Getting Started

Before commencing with the nitty gritty of playing the campaign, we need to first assemble our dramatis personae of heroes, villains, and folk in between. Then after the players are all well and sorted, we need to build the campaign map.

The Campaign

This campaign style is structured around a series of chapters. After playing a set number of chapters, the Story, the campaign comes to its End. In the End, players will see how well their commander and warband did and earn titles based on their performance.

While there is no “winner” per se, for the goal of the campaign is to tell an interesting story with a varied and interesting cast of characters, one character might earn more titles than all others and become Legendary in the land of ArcWorlde. Thus setting the stage for further stories in this wonderful setting.

When starting your campaign, it is important to figure out the length of it, generally through the number of chapters. A short campaign can be five chapters, the rough equivalent of each player participating in 5-10 scenarios, and longer campaigns have a corresponding number of additional chapters. If you have a group ready, and willing, a campaign of ten chapters should be sufficient for really experiencing much that this campaign system has to offer.

You might opt to have a randomized endpoint or never really quite end the campaign. As with all things, the choice is ultimately yours.

The Players

Every participant of the campaign is a player. To get started, each player will need to do the following:

1. Select your faction
2. Establish your campaign camp
3. Establish your campaign chest
4. Determine your campaign value
5. Set your Campaign Speed
6. Choose your Campaign Goal

Use the sections that follow to do so. Once every player has established their faction, the campaign preparation can pivot to preparing the map for the myriad adventures everyone is sure to partake in. Note that warband creation is more or less the same as the Campaign Alpha rules provided by Warp Miniatures with a few tweaks.

Your Faction

You will need to choose your faction and establish its identity. Pick something that you enjoy and find compelling. Have fun with it and be sure to get into character.

1: Choose Your Faction

ArcWorlde is filled with an abundance of flavorful factions. Choose one that interests you the most. It is their story that you will tell in the campaign.

Fae Beings	Nomads	Settler Nation	Undead Legions
Dark Lords	Beastfolk	Halflings	Ancient Dead
Wild Elves	Gremlins	Imperial	Undead Raiders
Wizards	Ourks	Njorse	Vampires

2: Name Your Faction

Pick a name for your faction. Use something that exists in the wonderful land of ArcWorlde or something of your own device. For maximum impact, put some thought into it and think of how well it will fit into the setting. When assembling your warband, you will be naming your characters as well.

3: Write Your Story

You do not have to write much (unless you want to!) but write a short paragraph about your faction. Who are they? Are they part of a greater whole, are they being led by a charismatic leader with a vision, are they braving into the unknown as a sworn fellowship? Why do they wish to wander into Upper ArcWorlde and brave its dangers and seek its wonders? This is important to know and establish because it will color your encounters with the world and other players.

4: Starting Gold

You start the campaign with 400 gold (GP). Use this amount to create your starting warband. Any unspent GP is added to your campaign chest which will be explained later.

5: Create Your Starting Warband

Create your starting warband following the general rules for doing so by spending your starting GP. Something to keep in mind is that you will have opportunities later to acquire more characters, equipment, and GP. Swords for Hire cannot be purchased for your starting warband.

The Campaign Camp

When you establish your starting warband, those characters become part of your campaign camp. Characters that are added later, either by being hired or through events during the campaign, likewise become part of your campaign camp.

Each character should have a name. As the campaign progresses, they might earn VP and acquire campaign traits. When assembling a warband for a scenario, you will use the characters of your campaign camp.

The Campaign Chest

Your campaign chest consists of any equipment that you have purchased or otherwise acquired. If a piece of equipment is intrinsic to a character, such as bloodline or animal form, it is kept with the appropriate character and not added to the chest, instead it is added to that character's value. In addition, your campaign chest is where your unspent GP is kept. When assembling your warband for a scenario, you will use the equipment of your campaign chest to equip your characters.

The Campaign Value

This is the combined GP value of your campaign camp and campaign chest, regardless of what is being used for a given scenario. The campaign value will be used in various capacities throughout the campaign.

There will be times where you will need to know your faction's Danger Level. This is your campaign value divided by 100 and rounded up. For example, a faction with a campaign value of 504 will have a danger level of 6.

Campaign Speed

Every time you add or lose a character from your campaign camp, you need to calculate your campaign speed. To do so, look at the movement value of each character. Whichever is the most common movement value, this is your campaign speed. If there is a tie, then use the lowest value. If you have any mounts in your campaign chest, you may modify character movements appropriately. For example, a campaign camp with movement values of 2, 4, 4, 4, 5, 6, 6, 6, and 8 will have the campaign speed of 4.

Campaign speed is used for moving your warband around the campaign map.

Campaign Goal

To either compliment or represent your warband's story, you need to pick a goal for them to strive for. What is their motive for leaving the comforts of home? If you manage to earn the corresponding Fabled Title at the end of the campaign, it counts as three titles when determining the overall victor.

Choose one of the following goals:

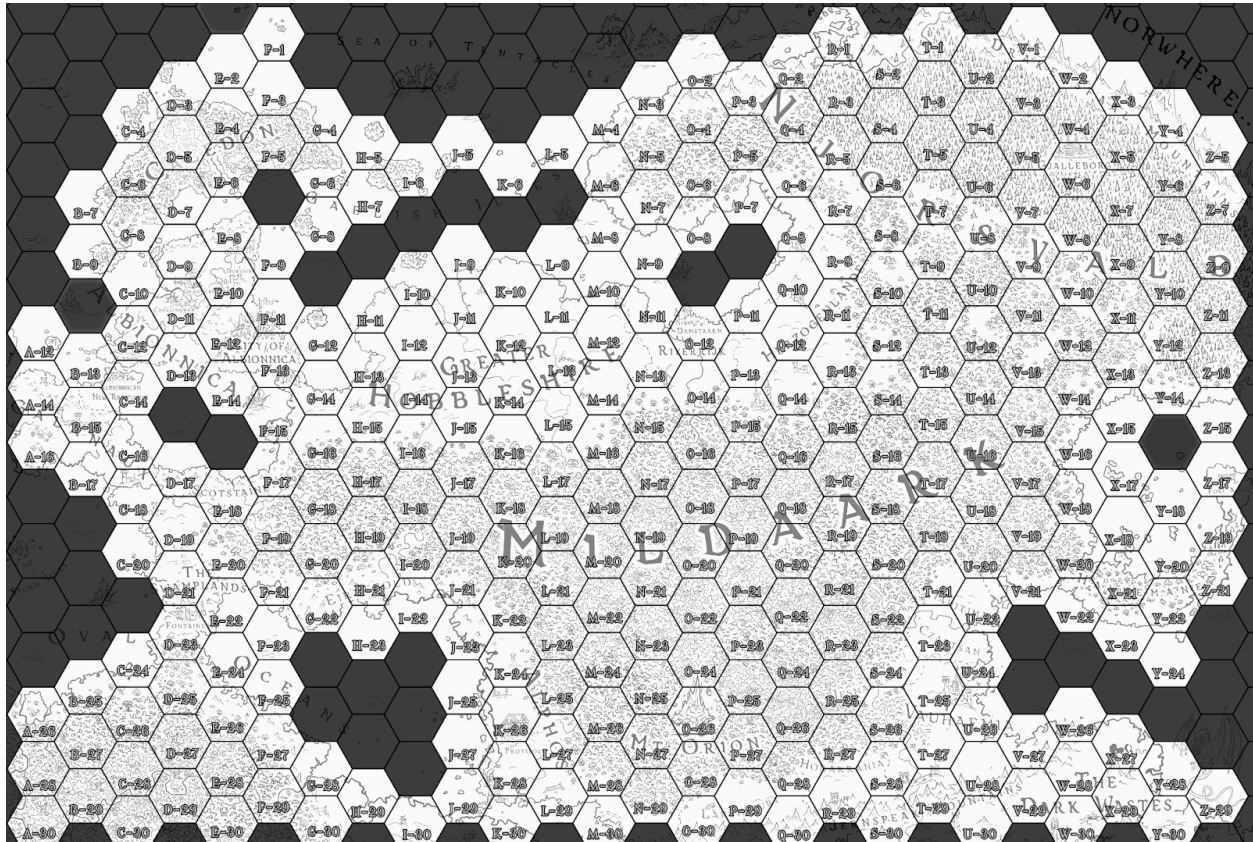
- Accumulate a lot of GP (Fabled Wealth)
- Defeat the great beasts of ArcWorlde (Fabled Slayer)
- Learn the ways of the world (Fabled Leader)
- Perform deeds worthy of song (Fabled Deeds)
- Your leader accumulates wisdom through experience (Fabled Wisdom)
- Your leader wants to defeat their counterparts in other warbands (Fabled Duelist)
- Expand your territorial influence (Fabled Domain)
- Collect the most Arcanite and Fabled Artifacts (Fabled Collector)

Proceed to Starting Territories

Once everyone has selected their warbands and given them an identity, proceed to choosing starting territories.

The Map

This version of playing an ArcWorlde campaign uses a hex map of Upper ArcWorlde. This map consists of 326 different territories with assigned attributes. This section will detail the anatomy of a territory hex and then explain how to set up the initial map.



Territories

There are 326 territories (hexes) on the campaign map. Each one will have an assigned hex code, potential name, environment, 1-3 terrain types, potential special rules, potential faction occupants, and available swords for hire. After starting territories for players are established, territories will be assigned danger levels.

The different territories are described in the appendix

Hex

Each territory has a hex code with a prefix of a letter ranging from left to right: A to Z. The suffix of each code is descending, with columns alternating between even and odd numbers. Because of the shape of the map, not all potential combinations of prefix and suffix will be used. Conceptually, the top left corner of the map is hex A-1 and the bottom right corner is hex Z-29.

Name

By default, most territories do not have names. However, if a hex contains a city or other such feature the territory will be assigned the name appropriately. Players may assign names to unnamed territories that they own.

Environment

Territories are assigned environments based on where they are located within the map. Scenarios played in territories will use the appropriate environment. If a territory has multiple environments, then roll to select which environment will be used.

Terrain Types

Each territory has a primary, secondary, and tertiary terrain type. When establishing the terrain for a scenario, roll or select terrain using the appropriate terrain tables.

Special Rules

Some territories have features that will impact the scenario or its terrain. When preparing a scenario, check the special rules for the territory and adjust accordingly.

Factions

Certain territories will have a presence of one or more non-player factions. This territory may be their home or they might be wandering through. The factions of a given territory indicates which non-player characters might appear when playing a scenario in the territory.

Swords for Hire

These are the Swords for Hire that you may purchase the services of for your warband for playing a scenario in this territory.

Disposition

Each territory will have one of three dispositions relative to a given player. Every territory defaults to neutral, but hexes might be friendly or hostile depending on their claimants.

- **Neutral Territory:** This territory is not claimed or occupied by a hostile/friendly player or rogue faction.
- **Friendly Territory:** This territory is claimed or occupied by the player or an allied player.
- **Hostile Territory:** this territory is claimed by an opposing player.

Danger Level

After players claim their starting territories, the remaining neutral territories will be assigned a Danger Level. This number ranges from 1-9, but will in special occasions have the value of 0 or a L.

Danger Level	Encounters
0	Danger Level 0 territories are ripe for claiming. Unlike other non-friendly territories, these may be moved through without issue. If you end your movement in a Danger Level 0 territory, you automatically claim it.
1-9	A neutral territory with a Danger Level will indicate the relative challenge of playing a scenario there. This will be explored later in Playing the Scenario, but in brief Danger Level translates to an amount of GP equal to 100x the Danger Level. So a warband playing a scenario in a territory with a Danger Level of 1 should expect a few griffings while playing in a Danger Level 9 territory might see a mighty forest dragon make an appearance.
L	Territories with an L in the place of its Danger Level are very special. Anything that impacts or modifies a Danger Level does not work on L territories. When playing a scenario in these territories, they will generate special and challenging scenarios called Legendary Narrative Scenarios.

Starting Territories

Once every player has established their faction, it is time to choose their starting territories.

Establishing Priority

Randomly determine an order for players establishing their territories. One method is to do the following:

1. Every player rolls 1d6
2. Sort the players into priority groups based on die result. The player(s) with the highest result choose their territory first.
3. If a group has more than one player, then those players roll off with the highest result winning and going before the other(s). Re-roll any ties.
4. Proceed accordingly until everyone has been ordered by priority,

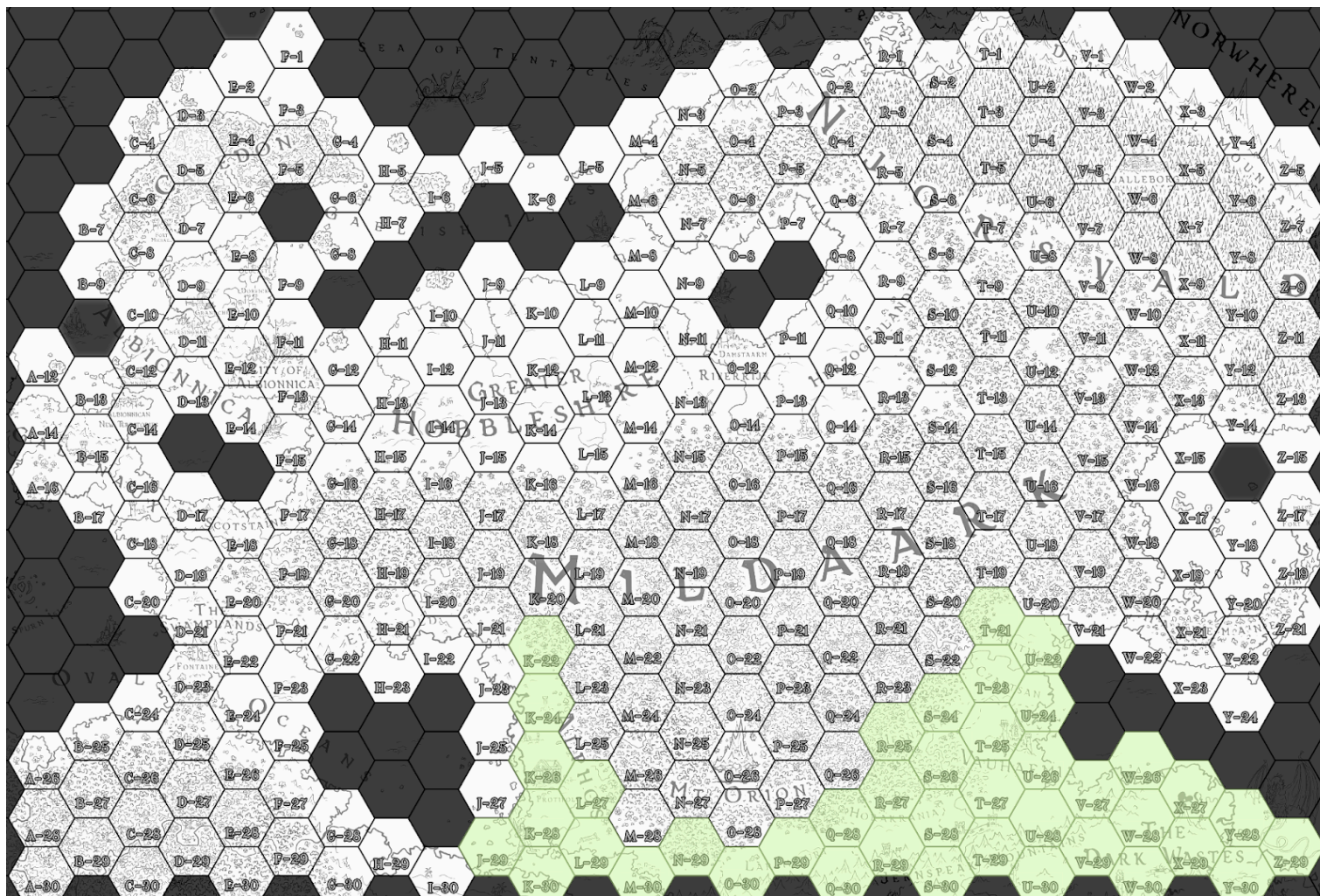
Players Choose Territory

The player who has the priority to choose their starting territory must select a territory. There are two general restrictions:

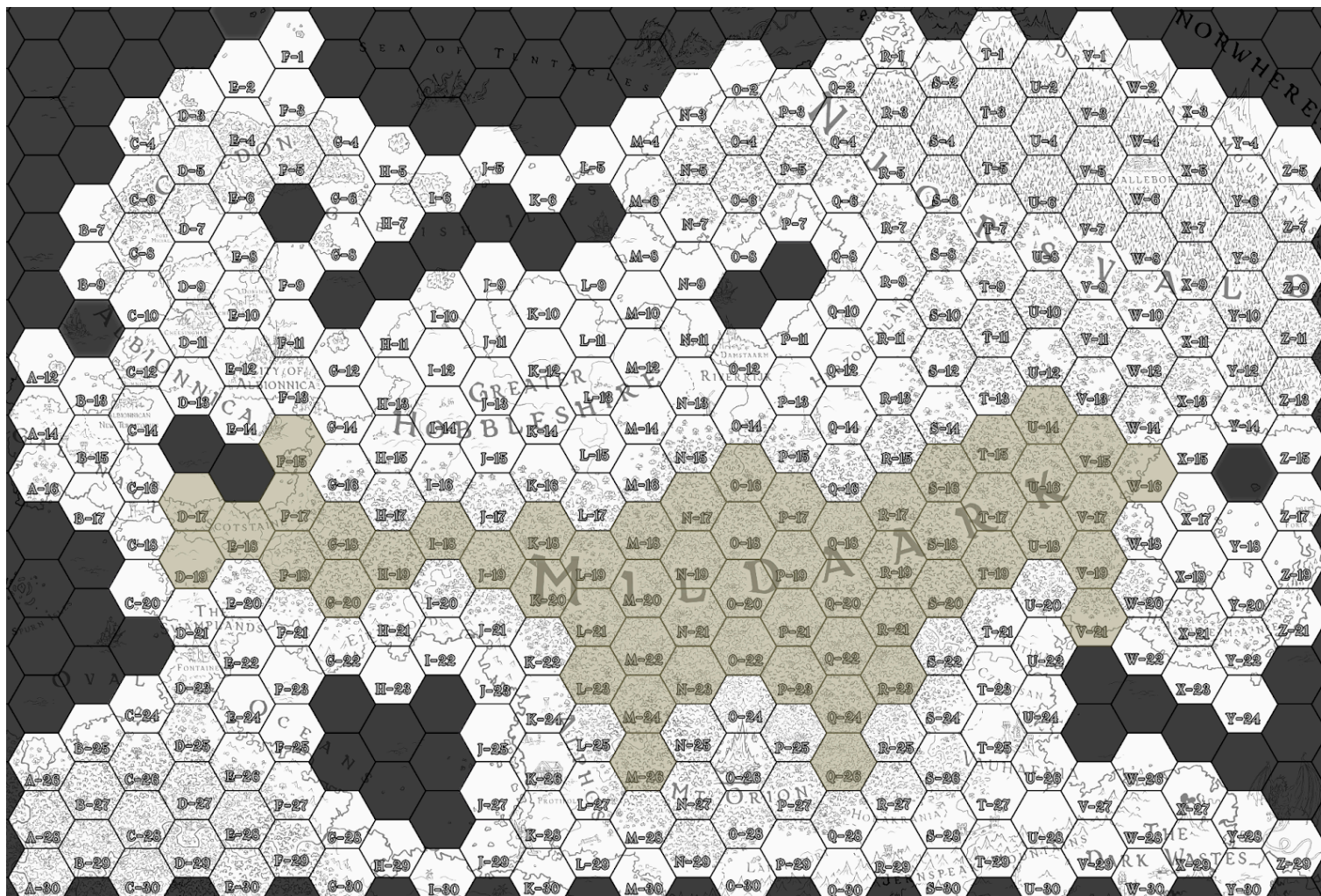
- The player may not select a territory that is less than three hexes away from another player's territory
- The player may only select a territory that falls within the restrictions of their faction. Unless otherwise noted, a restriction that disallows choosing a territory overrides anything that allows choosing a territory. Use the maps provided here or use the Factions list for each hex to see which territories are available to you
- If there are no territories available to a player due to faction and proximity restrictions, the player should choose a territory closest to a normally eligible territory that is not within three hexes of another player.

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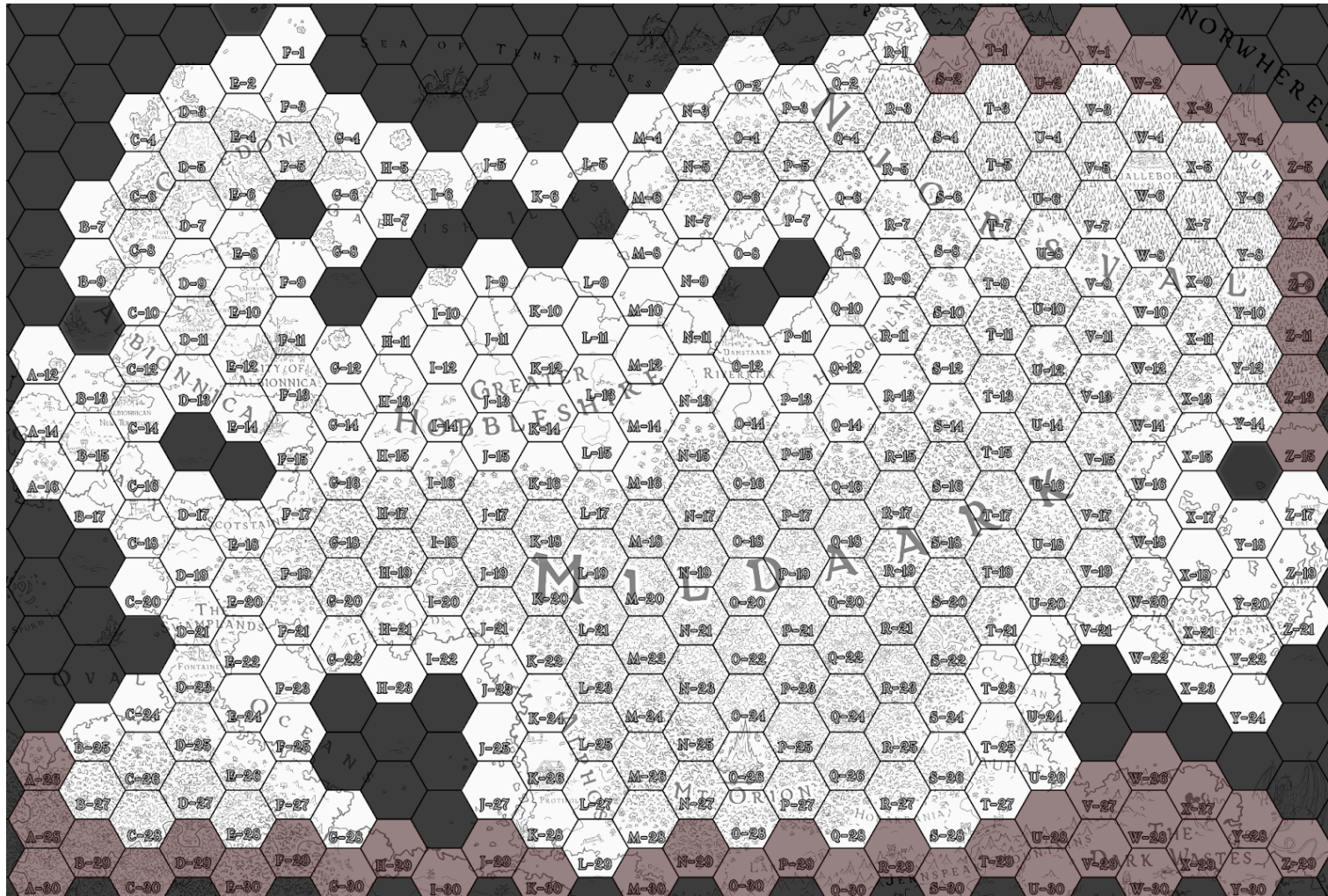
Faction	Territory Options
Ancient Dead	<ol style="list-style-type: none"> Any territories with the Land of the Dead Special Rule Any territories with the Ruined Realm special rule
Beastfolk	<ol style="list-style-type: none"> Any territories with the Scotstaine environment Any territories with the Mildaark environment and no other environments
Dark Lords	<ol style="list-style-type: none"> Any territory with the Dark Wastes environment Any territory on the border of the terrestrial map
Gremlins	<ol style="list-style-type: none"> Any territory with the Gremlin Hotspot special rule. Any territory adjacent to a Gremlin Hotspot territory.
Halflings	<ol style="list-style-type: none"> Any territory with the Hobbleshire environment Any territory with the Mildaark environment that is adjacent to a territory with the Hobbleshire environment
Imperials	<ol style="list-style-type: none"> Any territory with the Albionnica environment Any territory with the Settlement special rule without the Vauhaemia or Dark Wastes environments
Njorse	<ol style="list-style-type: none"> Any territory with the Herzogenlande environment Any territory with the Njorsvald environment
Ourks	<ol style="list-style-type: none"> Any territory with the Swamplands environment Any territory with two or more environments with Mildaark as the majority Any territory with three or more Environments
Undead Raiders	<ol style="list-style-type: none"> Any territory without Special Features that is adjacent to a Settlement territory
Vampires	<ol style="list-style-type: none"> Any territory with the Vauhemia environment Any territory with the Land of the Dead special rule Any territory with the Settlement rule and no name
Wild Elves	<ol style="list-style-type: none"> No territory with the Settlement, Ruins, or Land of the Dead special rules Any territory with the Caledon, or Gaelish Isles environment, regardless of presence of Settlement or Ruins special rule. Any territory with the Mildaark environment that has no other environment except Njorsvald
Wizards	<ol style="list-style-type: none"> Any territory with the Mt. Orion environment Any territory on the Mildaark border



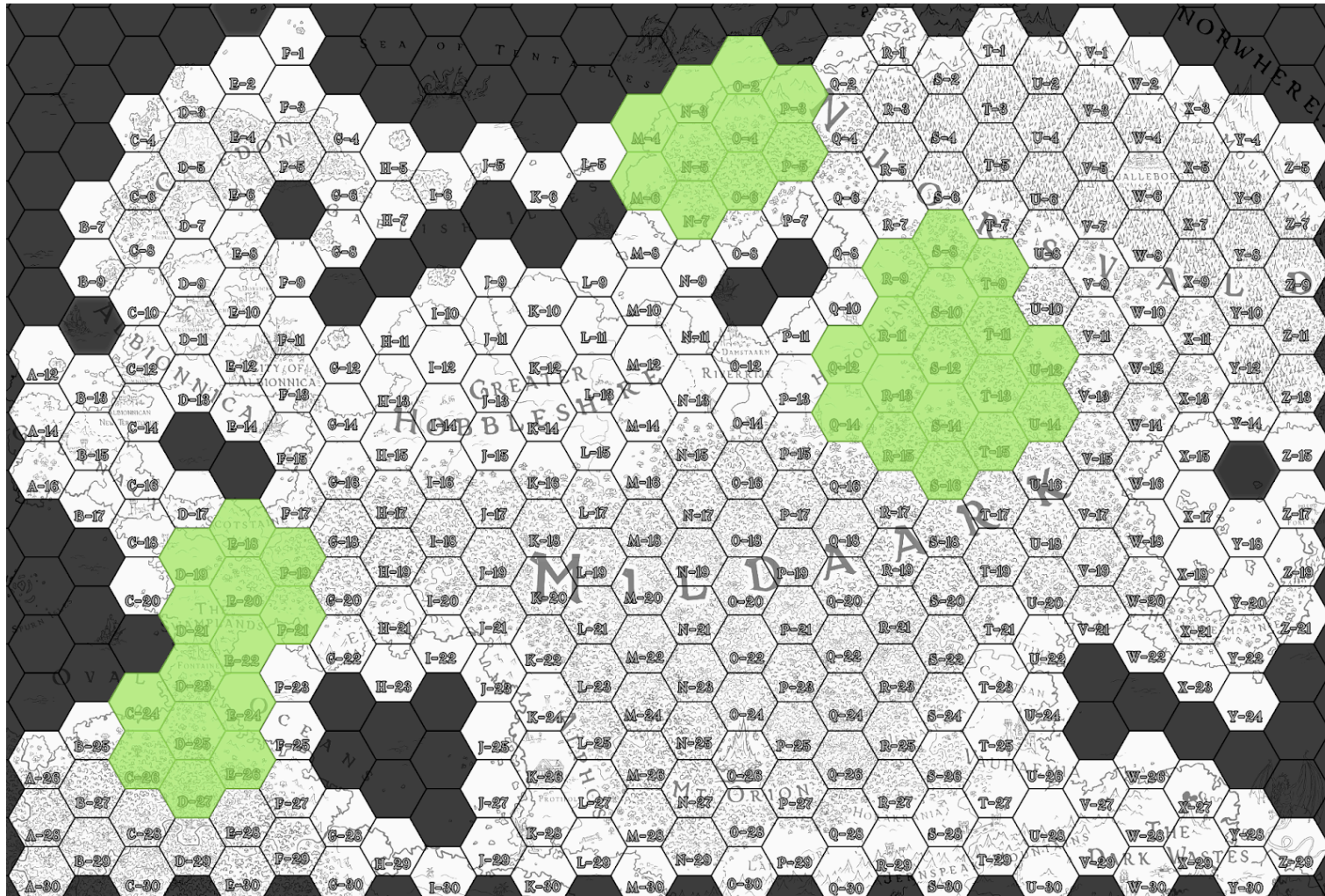
Ancient Dead Starting Locations



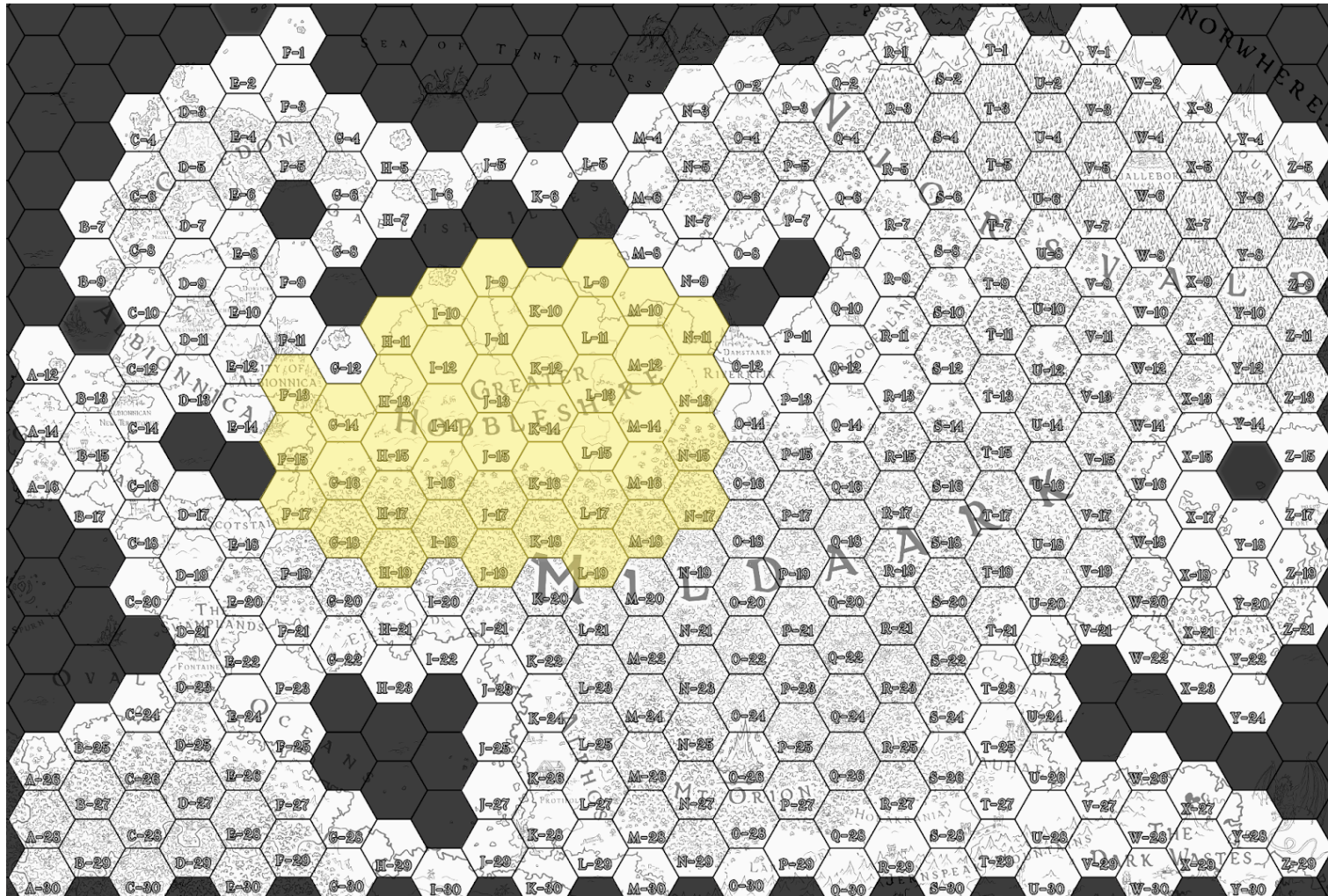
Beastfolk Starting Locations



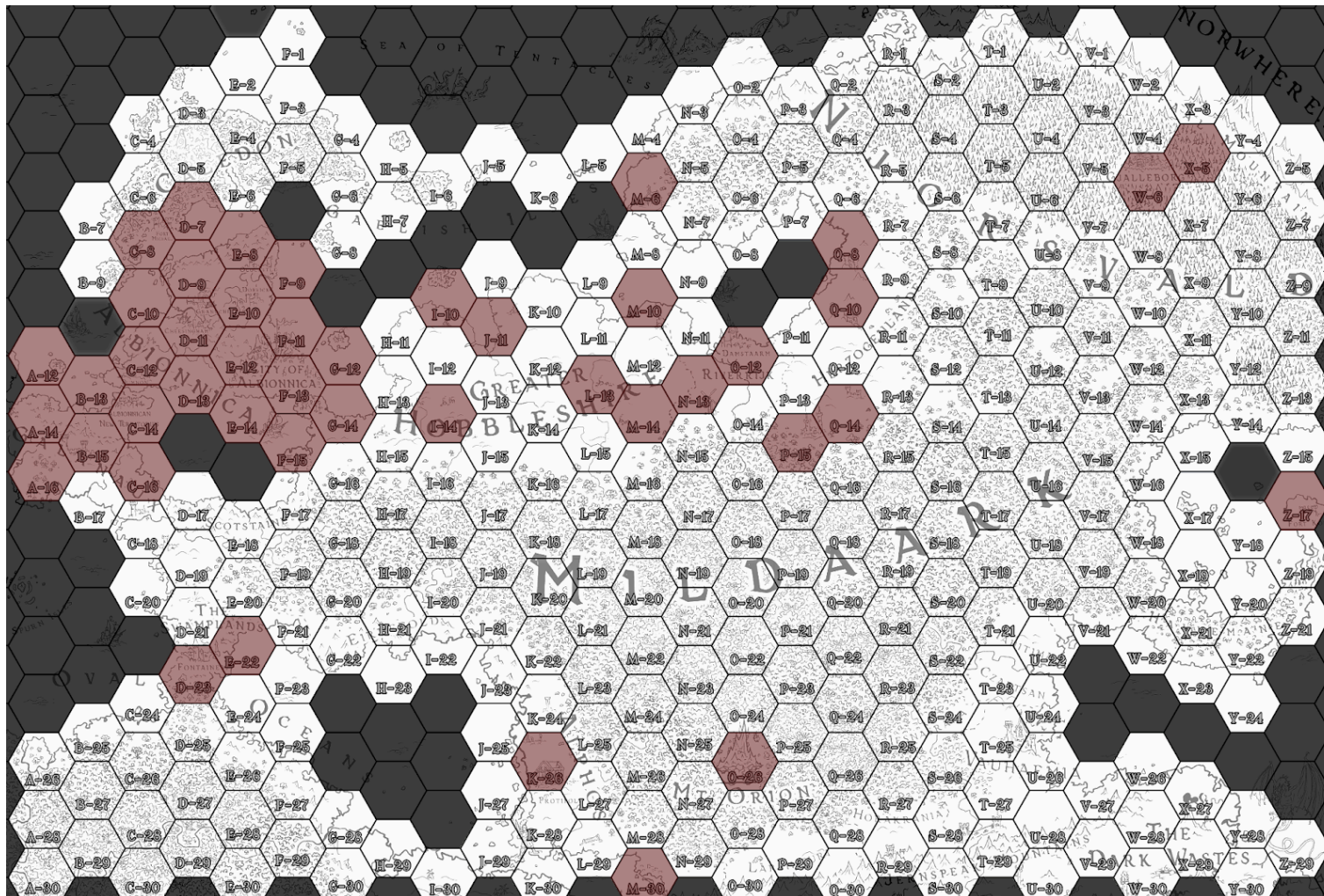
Dark Lords Starting Locations



Gremlin Starting Locations

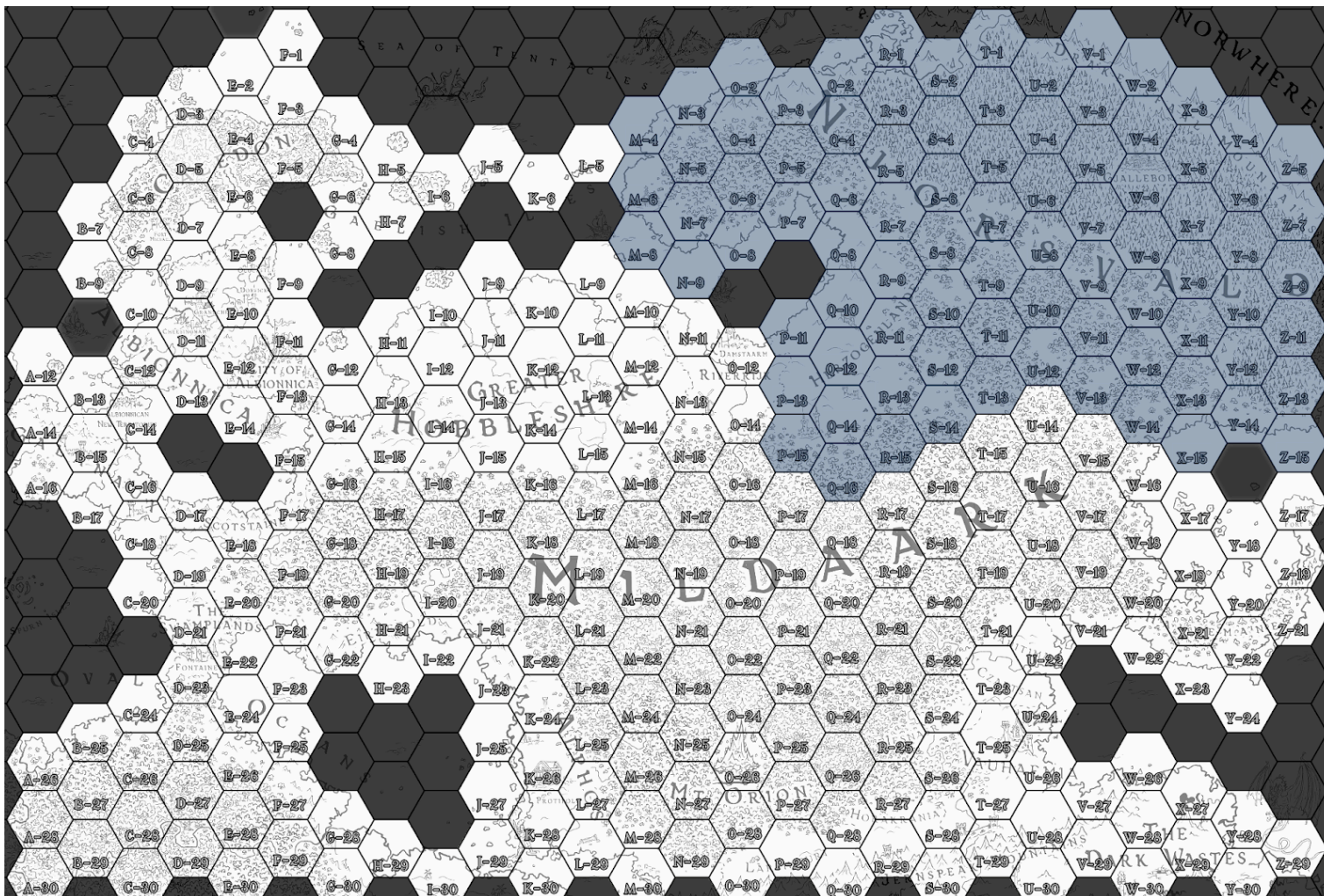


Halflings Starting Locations

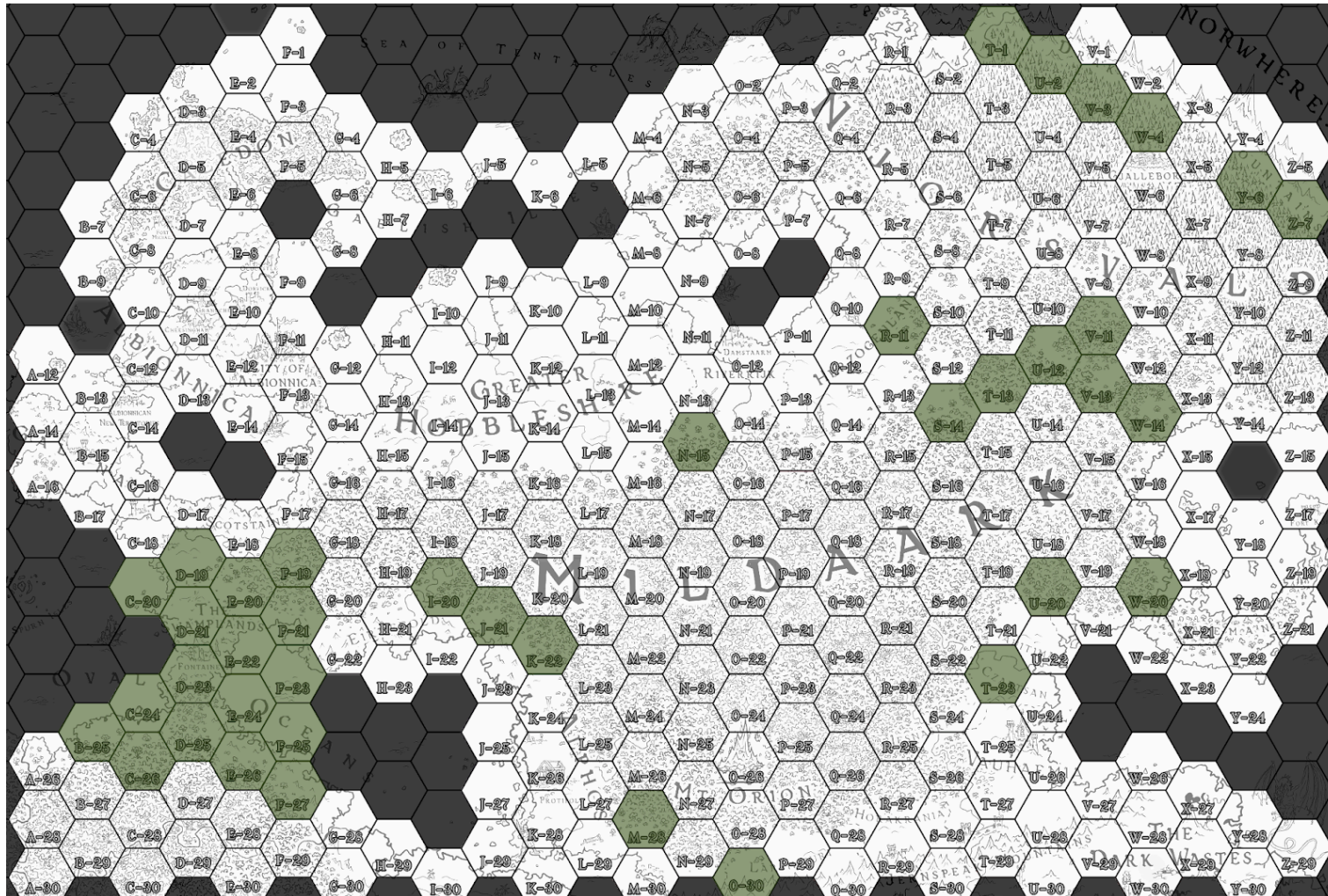


Imperials Starting Locations

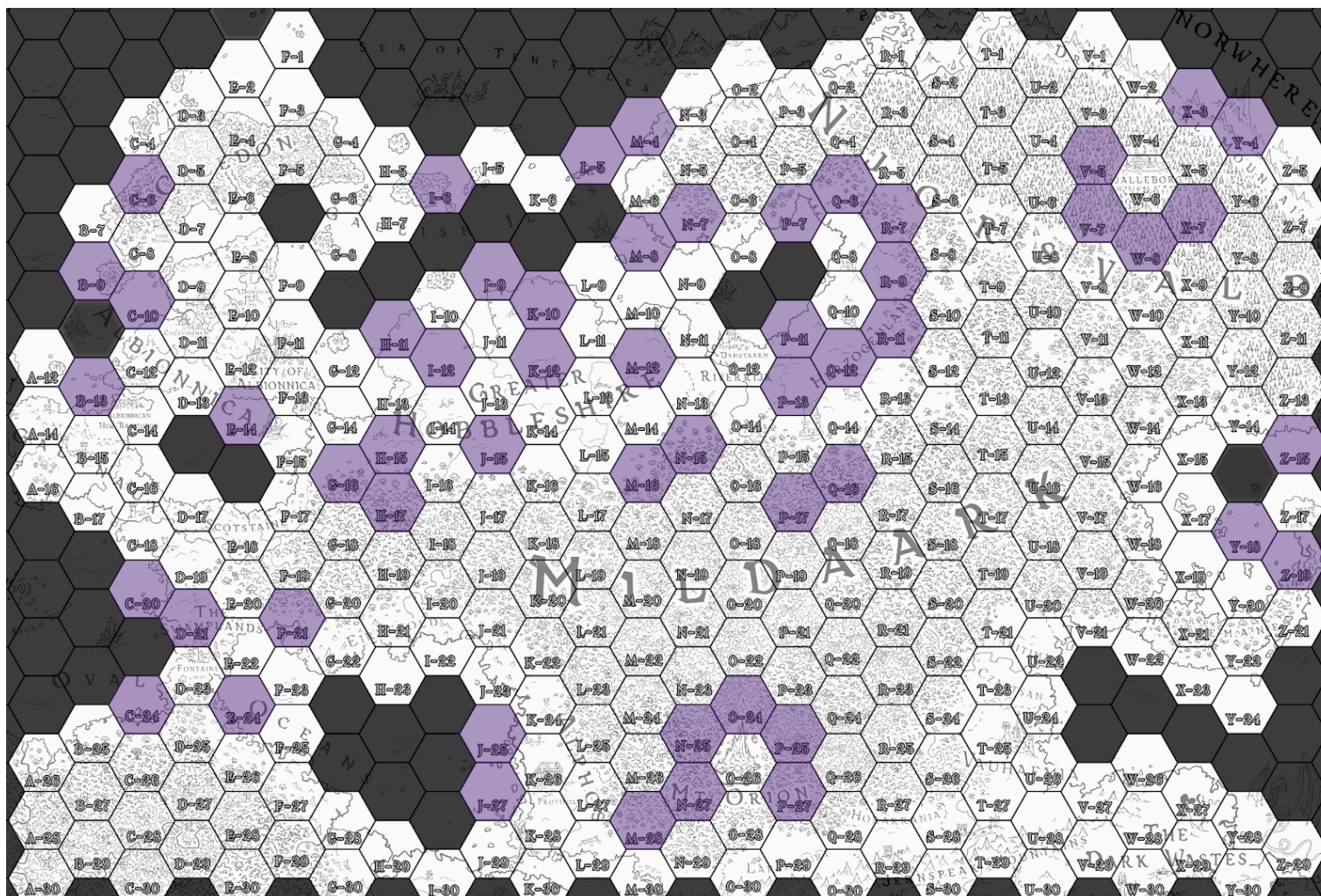
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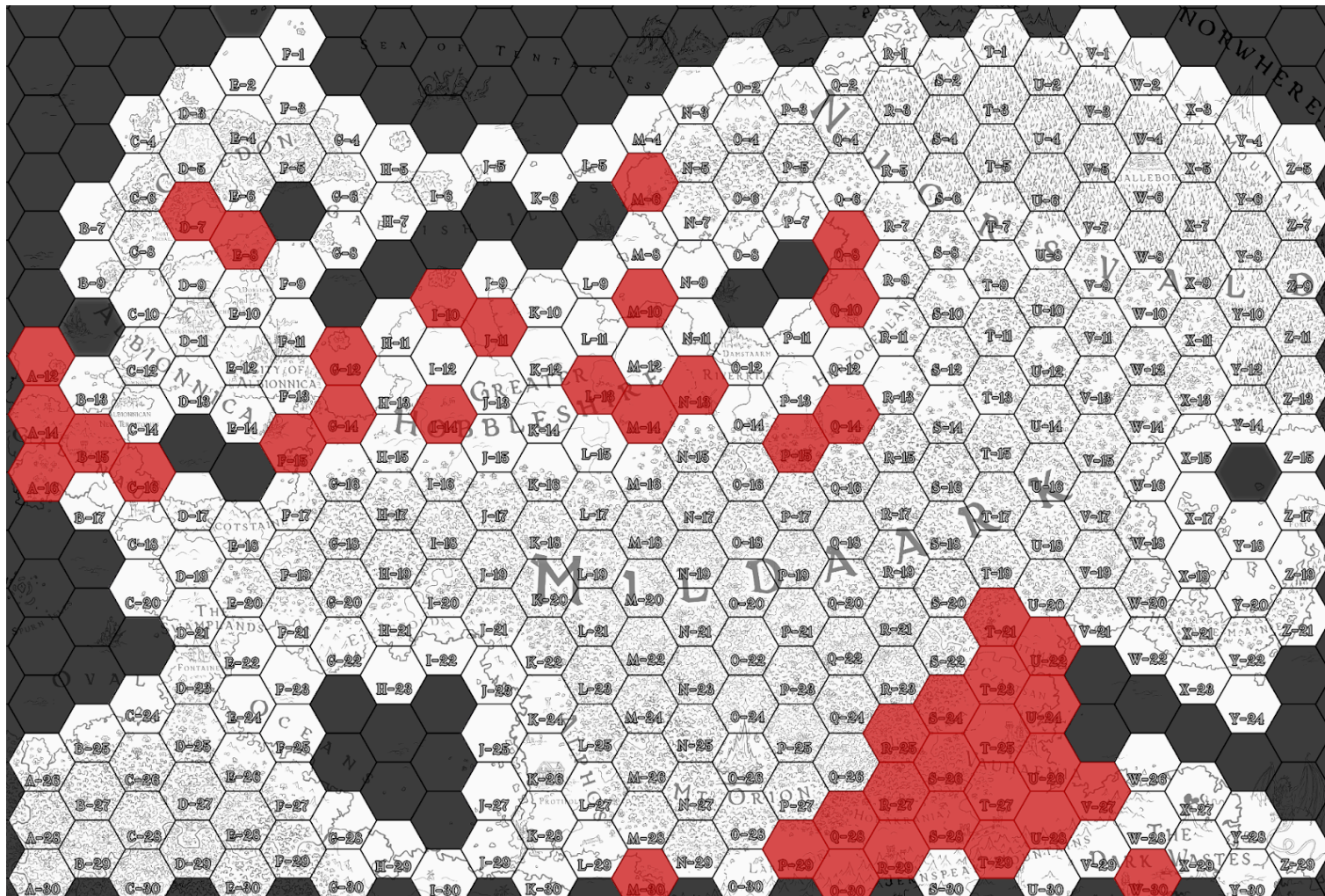
Njorse Starting Locations



Orks Starting Locations

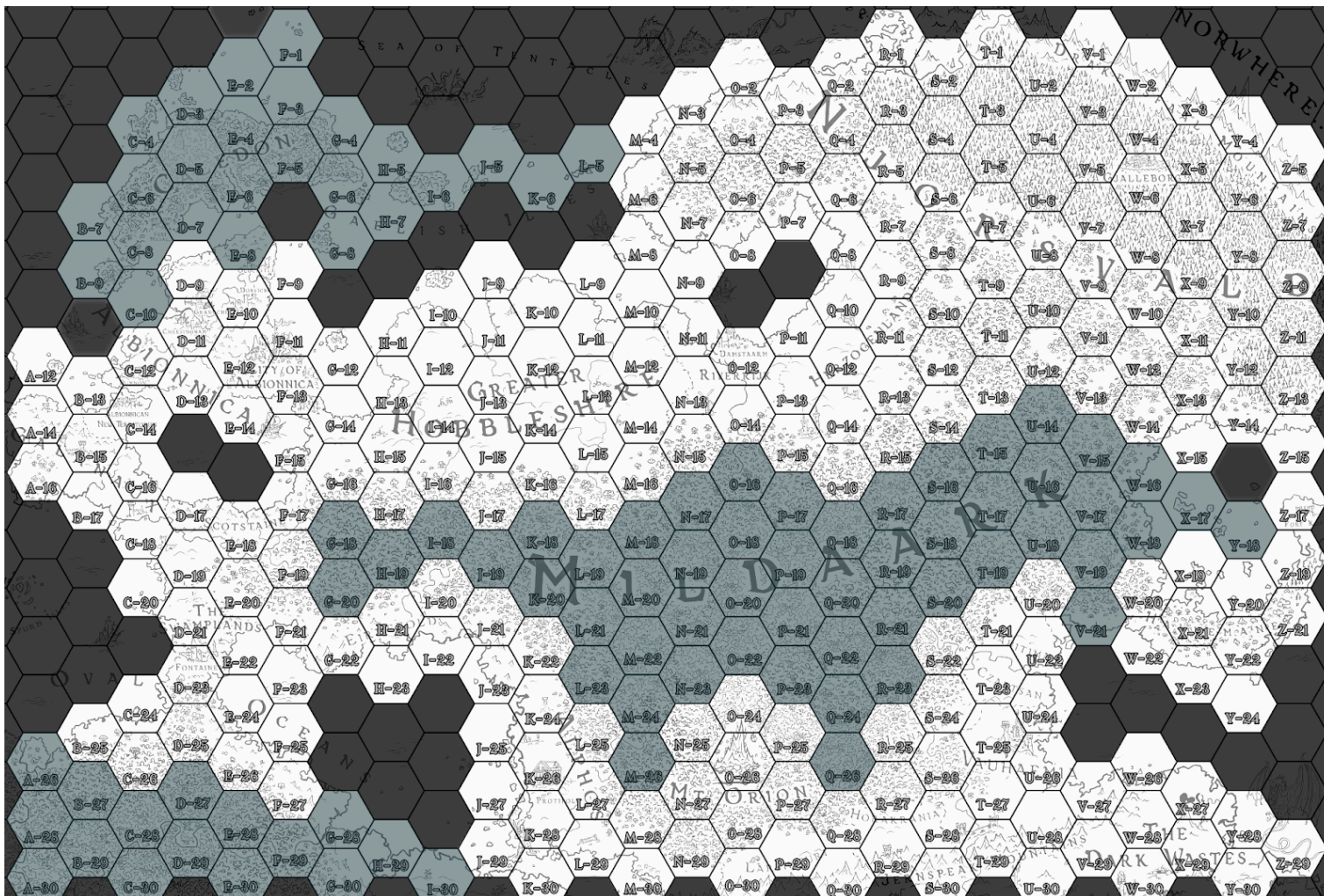


Undead Raiders Starting Locations

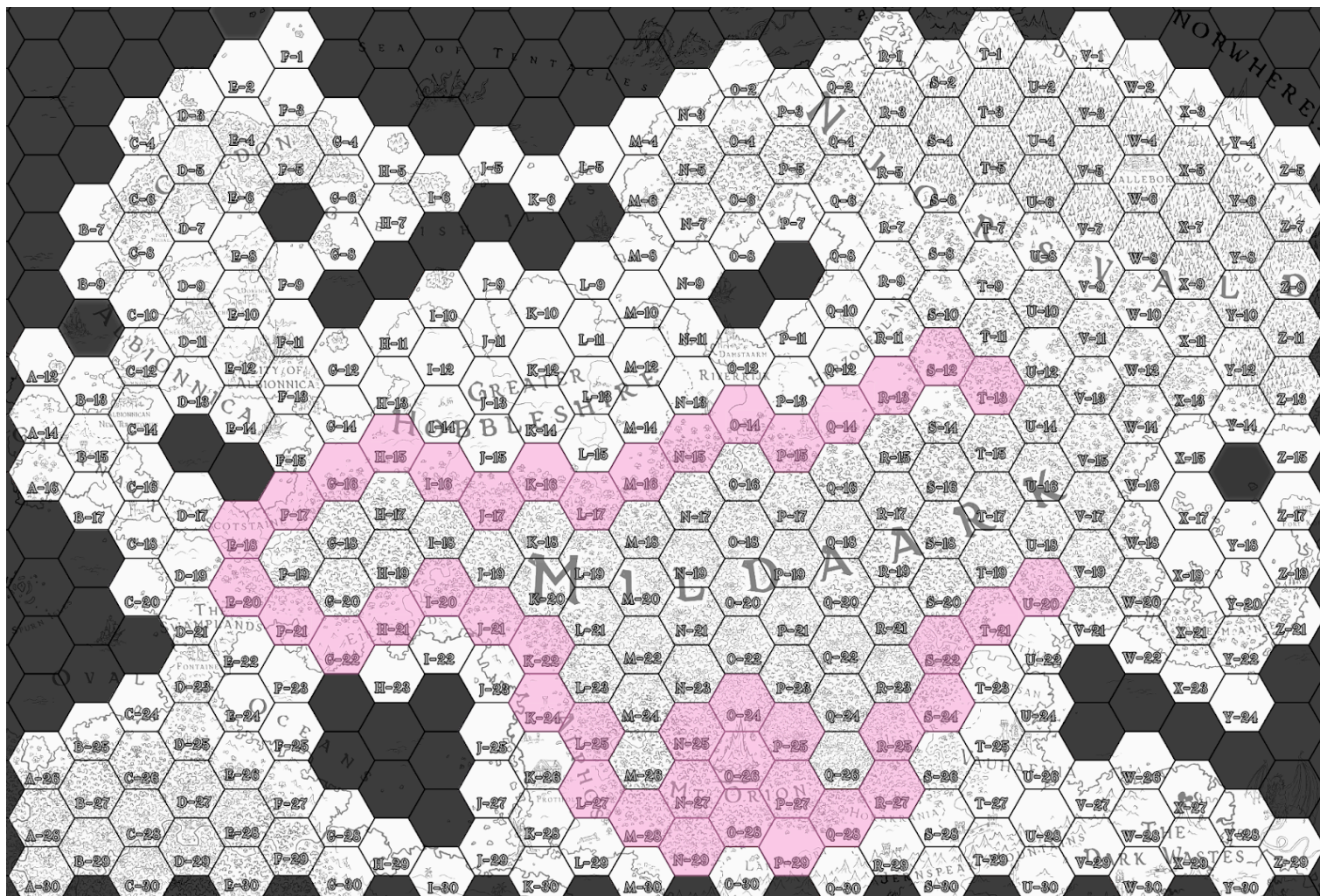


Vampires Starting Locations

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Wild Elves Starting Locations



Wizards Starting Locations

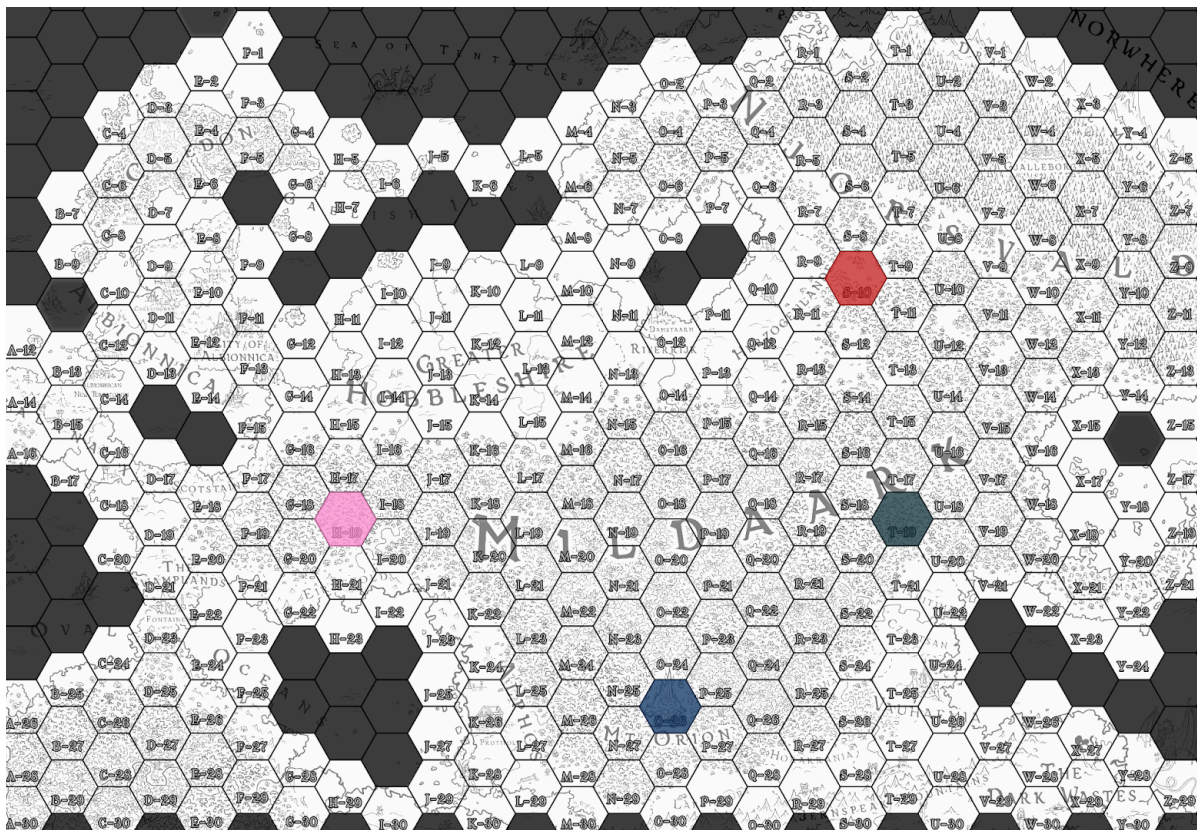
Populating Neutral Territories

Each player should have picked their starting territory, which then means that the remaining neutral territories should be assigned Danger Levels.

To do so, do the following for each territory hex:

1. Roll 2d3 if the hex borders a starting point, 3d3 if one hex away from a starting territory, or otherwise roll 3d3+1
2. Assign the hex the die result as the Danger Level for the territory. If the value is 10, then assign the hex an L instead.

After assigning each territory a Danger Level, look at the hexes that surround each player's starting territory. If no hex has a Danger Level of 4 or less, then change the Danger Level of one random hex to 4.



Adding Stomping Grounds

ArcWorlde is full of mysterious friends and foes. To represent this, we will then see if there are any Renowned Creatures who have made names for themselves. For each hex that is not occupied by a player or adjacent to their starting territory, do the following:

1. Roll 10d6
 - a. If you do not roll 3 or more 6s, then the hex is not a Stomping Grounds.
 - b. If you roll at least 3 6s, then proceed to step 2
2. You have rolled 3 or more 6s, which means this hex is the Stomping Grounds of a famous denizen of ArcWorlde. Assign that hex the Stomping Grounds special rule.
3. Pick a monster or titan that lives in the primary terrain type of the territory that has a GP value equal to or less than the Danger Level of the territory.
 - a. If none are available, you can use the secondary or tertiary terrain types of the hex.
 - b. If none are available, then increase the Danger Level of the hex until a monster or titan becomes available.
4. Give the creature a campaign trait. Count up how many 6s you have rolled. For each 6 after the first 3, you should pick a campaign trait for this monster or titan.
5. Give the monster or titan a name
6. Note this famous creature for the hex so that any scenarios played in this hex will feature it.

Continue to Play the Campaign

At this point players have chosen their factions and the map has been prepared. We are now ready to play the campaign!

The Story: Playing the Campaign

The bulk of the campaign is played as a series of chapters. This section describes how chapters are played.

First and Later Chapters

When starting the campaign, your first chapter should introduce players to ArcWorlde and the campaign structure. For that reason, players are given neighboring territories that are relatively easy to manage. When playing the campaign, players will share a series of chapters with which they will write their stories.

Chapter Structure

Each chapter is comprised of the following parts:

1. Players perform their first campaign action
 - a. Play any Scenarios
2. In-Between Adventures
3. Players perform their second campaign action
 - a. Play any Scenarios
4. Updating the Map
5. Check for the End
6. The World Turns

Campaign Actions

There are several Campaign Actions to choose from:

Action	Consequence
March	You may move your warband up to double its campaign speed. You may not initiate an encounter.
Journey	You may move up to your campaign speed and then Play a Scenario in an adjacent territory.
Scout	You cannot move, but you may Play a Scenario. When rolling for 2d6 the scenario, you may add or subtract 1 from the result of one of the D6s. When generating a Legendary Narrative Scenario, you may re-roll the d3.
Pass Time	Perhaps you are planning your next move. Maybe you need a breather and want to recuperate. For whatever reason, you may choose to pass time as a campaign action. If you choose to do so, you may do any or all of the following: For each injured character, you may roll a d6. On a 4+, their injury heals and no longer affects them; You may visit the Wandering Trader as described in Playing Scenarios; You cannot move and you cannot initiate an encounter.

Players may perform their campaign actions in any priority order. Those who perform a Journey or Scout will then have the opportunity to perform a secondary Play Scenario step. After everyone has performed their Campaign Action proceed to the Play Scenario step.

Moving:

Anything that moves on the campaign map will have a speed attribute. For players, this is their campaign speed. For each point of speed, you may move your warband to a hex adjacent to its currently occupied hex.

- You may move through your own and friendly territories
- You cannot move into hexes occupied by other warbands
- You cannot move into greyed out hexes
- You can only move into neutral territories with a Danger Value of 0.
- You cannot move into Hostile Territories

In-Between Adventures

After all is said and done, what you have done thus far in this chapter is not the whole of the story. Sometimes, great and terrible things will happen as your warband winds its way through ArcWorlde! See what happens to your plucky band. See the appendix for the table.

Updating the Map

Some territories have been explored, gained, and lost. Update the map accordingly with such gains and losses. Any unoccupied territory that is not claimed but has a Danger Level of 0 should have 10d6 rolled for it. For every result of 6, increase its Danger Level by 1 by a minimum of 1.

Checking for the End

Before starting the next chapter, see if you have played out the final chapter! If there are more chapters to come, then proceed to the World Turns and then the next chapter.

The World Turns

The book is not finished, but this chapter is nearing its conclusion. What twist of fate will change the world? Consult the World Turns Table in the Appendix.

Playing Scenarios

To play the scenario, you must follow this sequence:

1. Establish priority
2. Choose territories
3. Identify Participants
4. Establish the Scenario
5. Visit the Wandering Trader
6. Prepare the Warband
7. Set the Scene
8. Play the Scenario
9. Determine the Aftermath

Establish Priority

All players that have Journeyed and wish to Play a Scenario, must roll 1d6, in order to establish Priority. Use the die result to determine order with the lowest results going before the highest results. If there are any ties, roll an additional d6 to establish a priority between the tied players. Continue with this until you have an order for the players that wish to Play a Scenario.

For example: the Beastfolk player rolled a 3, the Vampire player rolled a 2, the Dark Lords player rolled a 5, and the Ourks player rolled a 5. The Dark Lords and Ourks player each then roll, with the Ourks player rolling lower. The resulting priority order would then be: Vampires, Beastfolk, Ourks, and then Dark Lords.

Choose Territories

Starting with the first player, each player selects an eligible territory to play a scenario in. Proceed with the remaining players in priority order until each eligible player has declared which territory they are exploring.

This means that players lower in priority may choose a territory another player has already declared for. This will cause the following scenario to be played between those players with a rogue warband thrown into the mix!

Identify Participants

If only one player wishes to play a scenario in a given territory, then they will play against a rogue warband. If two or more players wish to play a scenario in a given territory, then they will play against each other and against a rogue warband. Keep in mind whose territory it is and the motives for each player's warband for exploring it.

Establish the Scenario

For each territory chosen for playing a scenario in, you will do the following:

1. Generate the scenario by finding the table that corresponds with the primary terrain of the territory. Consult the special rules of the territory for anything that might impact this (Land of the Dead, Gremlin Hotspot, Settlements, etc.) If the territory has a Danger Level of L, consult the Legendary Encounters section for the scenario, otherwise roll 2d6
2. Review the scenario based off of the final 2d6 result
 - a. Scenario: The 2d6 result will tell you which scenario to use and if a particular participant is assigned a specific role
 - b. Notes: Anything that needs to be mentioned will be here.
 - c. Scatter: Depending on the region, additional items may be scattered on the table for this scenario
 - d. Foes: There will always be a rogue warband present on the table, roll to see what kind of rogue warband it will be. Factions and swords for hire are based off of the hex and the bestiary is based off of the primary terrain type.

For every non-Legendary scenario, you must also use secondaries. Players share the same secondary except for results of warband specific secondaries. In these cases, each player has their own warband-specific secondary.

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Scenarios for Coast Primary Terrain						
2d6	Result	Danger Level Modifier	Scenario	Notes	Scatter	Rogue Warband
2	Your late night beach party has drawn the attention of something unsavory. Fear the dark!	Add 3	Night Ambush. Player is Defender		1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
3	Something Stirs Offshore. The local wildlife are in a tizzy and are stampeding!	Add D3	Never-Ending Horde. Player is Defender		1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
4	An Arcstorm is coming in from the ocean! You should seek cover,	Add 1	Escape the Arcstorm!		1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
5	Beachcombing. Explore the shore, looking for treasure and arcanite	---	Exploration into the Unknown. Player is Attacker		1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
6-8	An Encounter Most Random. What have you gotten yourself into?	---	Random Scenario. (Siege with territory owner as defender in Settlement territories)		1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
9	Beachcombing. Explore the shore, looking for treasure and arcanite	---	Exploration into the Unknown. Player is Attacker		1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
10	An Arcstorm is coming in from the ocean! You should seek cover,	---	Escape the Arcstorm!		1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
11	Disrupted Treasure Burial. Looking ahead, you have found some ne'er do wells trying to bury some treasure.	---	Night Ambush. Player is Attacker	D3 treasures in camp	1d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
12	Unlooted Shipwreck. Compete with others to loot the wreck!	---	Arcanite Scavenge.	Include appropriate wreckage terrain	2d3 treasures 1d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire

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Scenarios for Fields Primary Terrain						
2d6	Result	Danger Level Modifier	Scenario	Notes	Scatter	Rogue Warband
2	Recent Arcstorms have brought a bounty of Arcstone for harvesting!	Add 3	Arcanite Hunt		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
3	Poorly Chosen Campsite. Lighting a campfire in the middle of a large field was perhaps not the wisest decision	Add D3	Night Ambush. Player is Defender		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
4	Hunting Season. There is prey afield with pelts that fetch a pretty penny. But there are those that take issue with your hunting.	Add 1	Hunters		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
5	Battle... Fields. You are in a field. You are in a battle.	---	Brawl		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
6-8	An Encounter Most Random. What have you gotten yourself into?	---	Random Scenario. (Siege with territory owner as defender in Settlement territories)		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
9	Battle... Fields. You are in a field. You are in a battle.	---	Brawl		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
10	Quite the Prize. An animal of prestigious worth has been captured by the enemy. You should be the one capturing it!	---	VIP. Player is Attacker. VIP is neutral to all		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
11	A Trip through the Fields. Your warband is going through the fields and seeing what is out there. What is out there takes exception.	---	Exploration into the Unknown. Player is attacker		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire
12	Stampede! Migrating beasts are making their way. You are in said way.	---	Never-Ending Horde. Player is Defender		d3-1 treasures d3+1 arcanite	1-3: Factions 4-5: Bestiary 6: Swords for Hire

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Scenarios for Forest Primary Terrain						
2d6	Result	Danger Level Modifier	Scenario	Notes	Scatter	Rogue Warband
2	Something deep in the woods is approaching. It doesn't sound all too friendly.	Add 3	Brawl.		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
3	A trip through the forest. What wonders and/or horrors await you?	Add D3	Exploration into the Unknown. Player is attacker		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
4	A Chance Find! You have encountered a small hoard of wealth. Nab it before its owners return	Add 1	Take or Hold.	Winner gains 1d3 treasure and fabled artifact	2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
5	Hunting Season. There is prey afield with pelts that fetch a pretty penny. But there are those that take issue with your hunting.	---	Hunters		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
6-8	An Encounter Most Random. What have you gotten yourself into?	---	Random Scenario. (Siege with territory owner as defender in Settlement territories)		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
9	Hunting Season. There is prey afield with pelts that fetch a pretty penny. But there are those that take issue with your hunting.	---	Hunters		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
10	You have found a nice spot in the woods that you really do not feel like sharing.	---	Dominion.		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
11	A trip through the forest. What wonders and/or horrors await you?	---	Exploration into the Unknown. Player is attacker		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire
12	A cabin in the woods. You stumble upon a remote cabin. Hopefully it will protect you from the incoming Arcstorm!	---	Escape the Arcstorm!		2d3 arcanite	1-3: Bestiary 4-5: Factions 6: Swords for Hire

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Scenarios for Mountains Primary Terrain						
2d6	Result	Danger Level Modifier	Scenario	Notes	Scatter	Rogue Warband
2	Wrong turn! You have entered the territory of some rather hostile folks	Add 3	Never-ending Horde. Player is defender		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
3	The Motherlode. You have chanced upon a large cache of arcanite. Take it for yourselves!	Add D3	Take or Hold.	Winner gets 2d3 arcanite	d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
4	Rescue Mission. Your guide through the mountains has been abducted. For selfish and/or self-less reasons, you should probably get them back.	Add 1	VIP. Player is Attacker. VIP is friendly to attacker		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
5	Wealth of the Mountain. You have stumbled upon some veins of precious arcanite. Time to get your fill!	---	Arcanite Hunt		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
6-8	An Encounter Most Random. What have you gotten yourself into?	---	Random Scenario. (Siege with territory owner as defender in Settlement territories)		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
9	Wealth of the Mountain. You have stumbled upon some veins of precious arcanite. Time to get your fill!	---	Arcanite Hunt		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
10	Fire on the Mountain! Seek cover, there is an Arcstorm coming!	---	Escape the Arcstorm!		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
11	Who is that? There is a campfire ahead. Nothing friendly in these parts, so proceed with caution.	---	Night Ambush. Player is attacker		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions
12	Short Cut! Well, things have taken a turn for the better! Go through this pass and find your route out.	remove 1	Exploration into the Unknown. Player is attacker		d3 treasures d3+1 arcanite	1-3: Bestiary 4-5: Swords for Hire 6: Factions

Scenarios for Swamp Primary Terrain						
2d6	Result	Danger Level Modifier	Scenario	Notes	Scatter	Rogue Warband
2	Follow the Light. There are lights in the swamp and you are horribly lost. Follow the light to hopefully your salvation.	Add 3	Exploration into the Unknown. Player is attacker		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
3	Some Spoils in the Muck. At some point, there must have been an arcstorm. Take advantage of this unexpected boon	Add D3	Arcanite Hunt		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
4	Who Disturbed the Water? It was a simple splash, but it has summoned a seemingly ceaseless tide of folks and things that want to kill you.	Add 1	Never-Ending Horde. Player is Defender		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
5	Something's in the Swamp. You have lit a sad looking campfire and are whiling away the night. But something is out there and it is getting closer.	---	Night Ambush. Player is defender.		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
6-8	An Encounter Most Random. What have you gotten yourself into?	---	Random Scenario. (Siege with territory owner as defender in Settlement territories)		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
9	Something's in the Swamp. You have lit a sad looking campfire and are whiling away the night. But something is out there and it is getting closer.	---	Night Ambush. Player is defender.		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
10	Let Us In! The denizens of the swamp have blocked your way with makeshift barricades or by repairing a ruined fort. Either way, you got to get through	---	Siege. Players are attackers		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
11	Claim the Swamp! It's not much, but it can be yours.	---	Dominion.		1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions
12	Something Glimmers in the Water. Remnants of a battle in the long past scatter the area. Perhaps an artifact of some power can be found?	---	Take or Hold.	Winner acquires a random fabled artifact.	1d3 treasures 1d2 arcanite	1-3: Bestiary 4-6: Factions

Scenarios for Tundra Primary Terrain						
2d6	Result	Danger Level Modifier	Scenario	Notes	Scatter	Rogue Warband
2	A Very Dangerous Encounter. Self-explanatory.	Add 3	Brawl.		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
3	Hunting Season. There is prey afield with pelts that fetch a pretty penny. But there are those that take issue with your hunting.	Add D3	Hunters		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
4	You have found an amazing fishing hole and now some others want in on the action.	Add 1	Dominion.		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
5	A Dangerous Encounter. Things can admittedly be worse.	---	Brawl.		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
6-8	An Encounter Most Random. What have you gotten yourself into?	---	Random Scenario. (Siege with territory owner as defender in Settlement territories)		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
9	S-s-so.... c-c-cold..... There is a campfire ahead. The fire will be warm, but not the welcome.	---	Night Ambush. Player is Attacker		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
10	Wait, that's not ice! You have chanced upon an area replete with arcanite. Claim it!	---	Arcanite Hunt		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
11	Hunting Season. There is prey afield with pelts that fetch a pretty penny. But there are those that take issue with your hunting.	---	Hunters		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions
12	Hunting the Big Prey. Something fierce and/or delicious is on its way. Do what you can to bring it down before it escapes your grasp. Could also be some folks worth robbing.	---	Exploration into the Unknown. Player is defender.		1d3 arcanite 1d2 treasure	1-4: Bestiary 5-6: Factions

Scenarios for Wastes Primary Terrain						
2d6	Result	Danger Level Modifier	Scenario	Notes	Scatter	Rogue Warband
2	Wrong Turn. You have gotten lost, probably best to get home!	Add 3	Exploration into the Unknown. Player is attacker		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
3	Here They Come! Word of your presence in the Wastes has reached unwelcome ears.	Add D3	Siege. Player is Defender		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
4	Not Quite a Rescue Mission! Someone has asked that you protect them against your enemy. Their loud pleading has drawn the enemy to you. Suspicious.	Add 1	VIP. Player is Defender. VIP Hostile to Player		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
5	The Blasted Wastes. Something you cuss to yourself as an arcstorm rolls in. Seek cover!	---	Escape the Arcstorm!		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
6-8	An Encounter Most Random. What have you gotten yourself into?	---	Random Scenario. (Siege with territory owner as defender in Settlement territories)		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
9	The Blasted Wastes. Something you cuss to yourself as an arcstorm rolls in. Seek cover!	---	Escape the Arcstorm!		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
10	Unexpected Rescue Mission! Someone has emerged from the wastes, pleading you to help them against those that wish them harm	---	VIP. Player is Defender. VIP Friendly to Player		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
11	A glittering in the dust. Scattered in the desolate wastes are some arcanite. Grab it while you can.	---	Arcanite Hunt		d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary
12	A Fallen Hero's Resting Place. Well, they don't need their fancy equipment any more!	---	Take or Hold.	Winning gains fabled artifact	d2 arcanite d2 treasure	1-4: Factions 5-6: Bestiary

4: Determine Scenario Game Value

The Scenario Game Value is how many GP a player can spend from their campaign camp and chest to assemble their warband.

1. In a territory with an L, the game value that players can bring is equal to the highest campaign value of the players present.
2. In a territory with a Danger Level of 1-9, the game value is equal to 100 multiplied by the Danger Value. Scenarios may modify the Danger Level before calculating the game value.
 - a. Players with campaign values that exceed Danger Level-derived game values may exceed the game value by 100GP, up to their campaign value.
 - b. Players that choose to play scenarios in territories that exceed their campaign values gain Moxie Points. See the Treasure section in the appendix.
3. In a player's territory, the game value is equal to the highest player's campaign value.

Example: A Beastfolk (456 CV) warband explores a territory with a Danger Level of 7. The beastfolk player will expect to play a scenario with a game value of 700.

Example: A Vampires (400 CV) warband explores an Imperial (572 CV) territory. The players will play a scenario with a game value of 572.

Example: A Wild Elves (690 CV) warband meets an Ancient Dead (454 CV) warband in a territory with a Danger Level of 3. The players will play a scenario with a game value of 400 with an additional rogue warband worth 300 GP.

5: Emergency Funds and Measures

When two or more players are playing a scenario in a territory without a Danger Level, players with lower campaign values have access to GP equal to the difference between their campaign value and the highest campaign value. This GP can be spent on characters and equipment for the upcoming scenario but must be relinquished once the scenario is complete.

This represents factions pulling from emergency funds and stashes to go all out on an attack or throwing everything they have on the defense. When exploring a neutral territory, you do not have emergency funds. Therefore, exploring a Danger Level Legendary territory with a campaign value 400 warband is something you can do but not suggested.

Proceed to the Wandering Trader

Once you have generated your mission, proceed to the Wandering Trader where you will have the opportunity to buy equipment and hire new warband members and swords for hire.

III: The Wandering Trader

The Wandering Trader visits each faction's camp before they set out for the day. Before building your warband, you may consult the Wandering Trader. See the campaign rules by Warp Miniatures for how the Wandering Trader operates. Some notes:

Hiring Characters	
New Faction Characters	You can hire new characters for your warband from your faction's ruleset or friendly factions. The cost is affected by the whims of the trader.
New Creatures	You can hire creatures for your warband as normal. Their cost is affected by the whims of the trader. If their cost is affected by your faction's rules, then apply your faction's rules first and then the trader's whims. You may only hire creatures who are present in the primary and secondary terrain types of the territory you currently occupy. See the bestiary in the appendix. Note that hiring another Faction's creatures follow the rules for Swords for Hire from other factions.
New Swords for Hire	<p>Swords for Hire cannot permanently join your warband. Instead, you can hire them for the chapter at 50% of their cost which is not impacted by the Trader's whims. When assembling your warband, their full GP is used towards the game value.</p> <p>The Swords for Hire available to you are determined by the territory you are playing the scenario in. You may hire from the territory's factions and/or any of the listed Swords for Hire.</p>

IV: Prepare the Warband

The game value of the scenario has been established and you may have hired new characters or some swords for hire. You might have purchased some new equipment. Now it is time to prepare your warband.

Using your campaign camp and campaign chest, assemble a warband whose total value is less than or equal to the game value of the scenario.

Players with access to Emergency Funds and Measures as described previously should keep track of which characters and equipment are for temporary use for this scenario.

Non-Player Warbands

When assembling rogue warbands, you may use the method as described in the core rules or pick and choose in accordance to the territory and scenario. You may choose freely of any characters and equipment available to the warband without considering the wandering trader. Do not overthink it!

V: Prepare the Table

You are almost ready to play! Now it is time to prepare the table.

Consult the Territory

Every territory has a primary, secondary, and tertiary terrain characteristic. In addition, there might be additional terrain features as described in the special rules section of the territory.

Set Up the Scenario and Special Terrain

The scenario might have special requirements for the table, such as required terrain features or areas. Additionally, some territories will have special terrain such as rivers or crypts. Include them accordingly

Set the Terrain

Time to add the rest of the terrain! Consult the primary, secondary, and tertiary terrain characteristic for the territory being played in. Roll 1d3 for each characteristic and assemble the board based off of the results and any additional terrain as determined by special rules and special circumstances.

Place Scatter

Roll 1d3 for each participating player warband and rogue warband. Place that many pieces of arcanite on the table using random placement. Randomly place treasure and arcanite as indicated when rolling on the scenario table.

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Terrain Type	D3 Roll	Primary	Secondary	Tertiary
Coast	1	Shipwreck <i>In the center of the table is the wreck of a ship, washed ashore at some point nestled between the rocks</i>	Rocks and washed up detritus	Sparse rocks and washed up detritus
	2	On the Shore <i>Along the shore laps the ocean. Some flotsam has washed ashore and there is maybe a tidal pool or two amidst the rocks and trees</i>	A tidal pool and some wreckage	Detritus
	3	Tidal Pools <i>This section of the shore has multiple tidal pools that have not dried up situated amidst rocks and trees</i>	Several tidal pools and wreckage	A tidal pool
Fields	1	Open Fields <i>Flat land of fields with an occasional shrub or tree</i>	A field	A shrub
	2	Hilly Fields <i>Some shrub and tree nestled amidst a few rolling hills and fields</i>	A field with a few bushes	A few shrubs, maybe some bushes
	3	Famland <i>A farm complex amidst fields.</i>	Some fields and bushes	Bushes
Forest	1	Glade <i>Trees around the edge of the clearing in the middle.</i>	A copse	A tree
	2	Light Forest <i>The land is lightly forested with copses and single trees</i>	A copse and some trees	A few trees
	3	Deep Woods <i>The forest here is thick with trees with only a few paths through the dense undergrowth</i>	Some copses	A copse
Mountains	1	Mountainous <i>Dense hills and rocks, not much else.</i>	A hill	A rock or two
	2	Foot Hills <i>Scattered hills and rocks with a few trees</i>	A hill and some rocks	A few rocks
	3	Valley <i>Two sides of hills and rocks create a path through the middle</i>	A few rocks and hills	Scattered rocks

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Terrain Type	D3 Roll	Primary	Secondary	Tertiary
Swamp	1	Crossroads <i>Roads intersect amidst swampy pools, brush, and trees.</i>	A marshy pond and puddles	A marshy puddle
	2	Thick Swamp <i>Swampy pools riddle the region with brush and trees. Few paths for unimpeded movement</i>	A marshy pond, puddles, and scrubs	A marshy puddle and scrubs
	3	Light Swamp <i>Relatively dry land with a few pools and flora</i>	Some marshy ponds and scrubs	A few puddles and scrubs
Tundra	1	Frozen Plains <i>A land of ice and snow with some shrubs and rocks</i>	Scatter shrubs and rocks	Replace a non-tundra terrain feature with an icemound
	2	Ice Melt <i>A few scattered blocks of glacier and pools of freezing water.</i>	Scatter snowdrifts	Replace a non-tundra terrain feature with some rocks and a glacial pool
	3	Glacial Remnants <i>Blocks of glacial ice with rocks and melt</i>	Scatter glacial pools	Add a few snowdrifts
Wastes	1	Desolation <i>Very sparse rocks. Maybe some bones, dead trees, etc. Volcanic pools perhaps.</i>	Scatter lava pools	Replace a non-Wastes terrain feature with rocks
	2	Cracked Earth <i>A cluster of volcanic pools with scattered rocks and some hills</i>	Scatter dead trees and rocks	Replace a couple of non-Wastes terrain feature with rocks or a lava pool
	3	Ruined Lands <i>These lands must once have been a mighty city or fortress. Some rocks and dead trees scattered about.</i>	Scatter ruins and dead trees	Add a few rocks or lava pool

Set up the Rest of the Scenario

Some scenarios will have additional characters and objectives. Add them now.

VI: Play

Proceed to play your scenario!

Keep track of how many VPs each warband earns. Secondary missions, secret or not, give a player that achieves it 1VP unless otherwise stated.

Make a note of which characters are knocked out and not brought back into play at the end of the game.

After the scenario, talk with everyone involved about the MVP of the scenario. This is a character, player-controlled or rogue, that really did something amazing and fun. They are the star of the story, whether as villain or hero. Typically this will be a character of a player's warband and they will gain d3 VP.

There might be times where a non-player character, whether some boglin or a fearsome swamp wyvern is the worthy claimant of being the MVP. Even if they are knocked out for the scenario, do not roll on the injury table. Regardless, assign this character a trait (as described in the aftermath sequence) and make a Stomping Grounds special rule for the territory to indicate that this character inhabits this territory and might spell trouble for any interlopers.

VII: The Aftermath

After you have played your scenario, you need to lick your wounds and learn from your experiences. See the Warp Miniatures campaign rules for Injuries and Campaign Traits.

Track Title Progress

Your commander and warband might perform mighty, or embarrassing, feats that will open up the opportunity to earn one or more titles. After playing the scenario, see which titles you might have made progress on and make an appropriate note.

Accumulate GP and Loot

The player that has won the scenario rolls 1d6 for each VP they have scored from the scenario and any potential secondaries. The player(s) that have lost roll half as many d6, rounding up the number of dice rolled. The sum of the dice rolled is how much GP that player's warband has gained from that scenario from pay, looting, and other mysterious sources. After playing a scenario in a neutral territory, roll 1d6 for each point of Danger Level (ie: 7d6 for Danger Level 7) and give all participating players that amount in GP.

Turn in any Small Treasure (item) and Large Treasure (item) that you have acquired.

Post-Scenario Movement

After scenarios are played, warbands may move and territories may change.

- Players that have won scenarios in adjacent territories move into them and they come under that player's control
- Players that have their warband in a territory in which they lose a scenario must relocate to an adjacent friendly territory.
 - If there is no eligible candidate, move them to the closest friendly territory.
 - If they have no more territories, move them to any territory of the player's choosing that has a Danger Value that, when multiplied by 100, is less than the player's campaign value.
 - Otherwise, make something up.

The End: Finishing the Campaign

When the campaign is finished, commanders may earn one or more Fabled Titles based on their performance and that of their warband. For each Fabled Title, see which commander has earned it and bequeath them a right proper sobriquet, title, etc. If there are ties for a given title, the title is not earned.

Whichever commander has acquired the most titles has, alongside their warband, become Legendary in further tales in ArcWorlde.

Fabled Austerity

Things might not have gone your way or perhaps you are really, really bad at money management. Fortunately for you, history might remember you for your virtuous thriftiness and austerity.

Your Warband has the Least GP: Tally up the GP value of your campaign chest (equipment and GP). If you have the least GP of the player factions, your commander has earned the Title of Fabled Austerity.

Title of Fabled Austerity	
D6	Title
1	The Miser
2	The Ascetic
3	The Frugal
4	The Poor
5	The Threadbare
6	The Sensible

Fabled Bungler:

History will not be kind to your commander. Whether by their own actions or cruel fate, your commander has earned a reputation of bungling and injury that will live for much longer than they will.

Your Commander has Suffered the Most Injuries: Count the number of times that you have had to roll on the injuries table for your commander. If you have had to roll the most out of everyone, your commander has earned the Title of Fabled Bungler

Title of Fabled Bungler	
D6	Title
1	The Self-less
2	The Doomed
3	The Oaf
4	The Snakebit
5	The Humble
6	The Martyr

Fabled Cowardice:

Some are legendary in their prowess in beastslaying. Your commander will be legendary for the opposite reason. Whether due to their inability to get the job done or a strong spirit of particular pacifism, history will be unkind on your warband's inability to knock out the Titans of ArcWorlde.

Your Warband has Knocked Out the Least Titans and Renowned Creatures: Keep track of the number of Titans and Renowned Creatures that you have Knocked Out during the campaign. If your warband has Knocked Out the least, then your commander has earned the Title of Fabled Cowardice.

Title of Fabled Cowardice	
D6	Title
1	The Chicken
2	The Craven
3	The Scared
4	The Kind
5	The Gentle
6	The Naturalist

Fabled Domain:

Your warband's ability to acquire territory will resound through the ages. Some might see your commander as a worthy foreparent of their land while others may curse their name for the same.

Your Warband Controls the Most Territory:

Count the number of territories under your warband's control. If your warband controls the most territory, then your commander has earned the Title of Fabled Domain.

Title of Fabled Domain	
D6	Title
1	The Imperial
2	The Dominator
3	The Expansionist
4	The Unifier
5	The Founder
6	The Explorer

Fabled Duelist:

The combat prowess of your commander is worthy of both fear and admiration, especially within the leadership of those who oppose you! History will remember your commander as one who personally went head to head with the enemy and won.

Your Commander has Knocked Out the Most Commanders: Every time your Commander Knocks Out another Commander, make a note. If your Commander has knocked out the most commanders in the campaign, then they have earned the Title of Fabled Duelist.

Title of Fabled Duelist	
D6	Title
1	The Gladiator
2	The Executioner
3	The Champion
4	The Unmatched
5	The Murderer
6	The Assassin

Fabled Deeds:

Your warband and commander have earned their place in history for their tally of epic deeds. In time, their actions will become mythological. However, in their retelling perhaps the wrong message is sometimes conveyed.

Your Warband has Won the Most Legendary Narrative Scenarios: Keep track of how many Legendary Narrative Scenarios your warband has won. If your warband has won the most, your commander has earned the Title of Fabled Deeds

Title of Fabled Deeds	
D6	Title
1	The Infamous
2	The Scourge
3	The Conqueror
4	The Crusher
5	The Hero
6	The Legendary

Fabled Fool:

History remembers the best and the worst. Unfortunately, the latter applies to your commander. For whatever reason, they have accumulated a track record of not succeeding at what they have set out to do.

Your Warband has Lost the Most Scenarios:

Keep a tab on how many scenarios you have played and lost. If your warband has lost the most scenarios, then your commander has earned the Title of the Fabled Fool.

Title of Fabled Fool	
D6	Title
1	The Accursed
2	The Buffoon
3	The Insufficient
4	The Incapable
5	The Consistent
6	The Resilient

Fabled Ineptitude:

Some learn from their experiences, but your commander did not. Over time, the legend of your commander will be that of one that did much and learned little.

Your Commander has Gained the Least XP:

Tally up the XP of your commander. If they have one or more traits, factor in the XP value of those traits. If your commander has the least XP, then they have earned the Title of Fabled Ineptitude.

Title of Fabled Ineptitude	
D6	Title
1	The Pig-Headed
2	The Iron-Willed
3	The Naive
4	The Amateur
5	The Natural
6	The Determined

Fabled Inexperience:

Some were born to lead, but your commander was not. Stories will be told in the years to come of your commander's inability to lead their warband and foster their growth.

Your Warband has Earned the Least XP:

Tally up the combined XP of your warband, minus that of your commander. If warband characters have one or more traits, include the XP value of those traits. If your warband has the least XP, then your Commander has earned the Title of Fabled Inexperience.

Title of Fabled Inexperience	
D6	Title
1	The Green
2	The Overwhelmed
3	The Unqualified
4	The Untested
5	The Bad Example
6	The Incompetent

Fabled Mediocrity:

There are some that when they are most challenged, they rise to the occasion and come into their own as truly great heroes. This does not apply to your commander. History records your commander and warband as a cautionary tale for that when push comes to shove, sometimes people will fall down.

Your Warband has Lost the Most Legendary Narrative Scenarios:

Keep track of how many Legendary Narrative Scenarios your warband has lost. If your warband has lost the most, your commander has earned the Title of Fabled Mediocrity.

Title of Fabled Mediocrity	
D6	Title
1	The Excessively Average
2	The Middle of the Road
3	The Unexceptional
4	The Milquetoast
5	The Barely Adequate
6	The Unremarkable

Fabled Seclusion:

Either by choice or as a result of choices made, your warband controls less territory than your peers. In time, this small enclave's reputation will balloon until such a point that it becomes known as a mythical hermit kingdom.

Your Warband Controls the Least Territories:

Tally up the number of territories under your warband's control. If your warband controls the least territories, then your commander has earned the Title of Fabled Seclusion.

Title of Fabled Seclusion	
D6	Title
1	The Lonely
2	The Hermit
3	The Recluse
4	The Odd
5	The Isolationist
6	The Fearful

Fabled Leader:

When history looks back on this era of ArcWorlde, your warband's commander will be famed as a leader of their people. Whether through guiding as an older sibling, rouser of rabbles, fearmonger, or some other method: your commander will become synonymous with visionary leadership and command.

Your Warband has the Most XP: Tally up the XP of every non-commander member of your warband. If a character has one or more traits, add the XP value of those traits to the XP sum. If your warband has the most collective XP out of all the other warbands, then your commander has earned the Title of Fabled Leader.

Title of Fabled Leader	
D6	Title
1	The Tutor
2	The Teacher
3	The Mentor
4	The Demagogue
5	The Guide
6	The Politician

Fabled Slayer:

In time, the number and size of the titans that your warband has dispatched will grow. But in your lifetime, you did slay quite a number of such monstrosities.

Your Warband has Knocked Out the Most Titans and Renowned Creatures: Keep track of the number of Titans and Renowned Creatures that you have Knocked Out during the campaign. If your warband has Knocked Out the most, then your commander has earned the Title of Fabled Slayer.

Title of Fabled Slayer	
D6	Title
1	The Poacher
2	The Hunter
3	The Predator
4	The Butcher
5	The Bloody
6	The Exterminator

Fabled Victor:

History will tell of your Commander's leadership and how they have cut a swathe of victory across ArcWorlde!

Your Warband has Won the Most Scenarios:

Keep tabs of the net number of scenarios that your warband has won, including Legendary Narrative Scenarios. If your warband has won more than any other warband, then your commander has earned the Title of Fabled Victor.

Title of Fabled Victor	
D6	Title
1	The Ruthless
2	The Belligerent
3	The Triumphant
4	The Glorious
5	The Unstoppable
6	The Pillager

Fabled Wealth:

Over time, stories of your warband's wealth will accumulate, not unlike your warband's wealth. Your commander's name will become a byword for gross affluence.

Your Warband has the Most GP: Tally up the GP of your Campaign Chest, tallying up both loose GP and the GP value of your equipment. If you have any fabled artifacts, each one is worth 50 GP.

Title of Fabled Wealth	
D6	Title
1	The Golden
2	The Egregiously Wealthy
3	The Generous
4	The Greedy
5	The Luxurious
6	The Rich

Fabled Wisdom:

Tales will be told of your commander's ability and experience, of how they have learned from their experiences and grew wise.

Your Commander has the Most XP: Tally up the XP of your commander. If they have purchased one or more traits, include the XP value of those traits. If your commander has the most XP, then they have earned the Title of Fabled Wisdom.

Title of Fabled Wisdom	
D6	Title
1	The Sage
2	The Learned
3	The Know-It-All
4	The Explainer
5	The Veteran
6	The Unsolicited Advisor

Fabled Collector:

Tales will be told of your commander's vast collection of Arcanite and Fabled Artifacts.

Your Warband has the Most Arcanite and Fabled Artifacts: Roll 1d3 for each Fabled Artifact in your possession and add the total Arcanite you currently own. If you have the highest number, then you have earned the Title of Fabled Collector.

Title of Fabled Collector	
D6	Title
1	The Antiquarian
2	The Curator
3	The Hoarder
4	The Archivist
5	The Magpie
6	The Accumulator

Fabled Mundanity:

Tales will be told of your warband's rather simple equipment and style, your lack of arcane pizzazz or anything worthy of song.

Your Warband has the Least Arcanite and Fabled Artifacts: Roll 1d3 for each Fabled Artifact in your possession and add the total Arcanite you currently own. If you have the lowest number, then you have earned the Title of Fabled Mundanity.

Title of Fabled Mundanity	
D6	Title
1	The Minimalist
2	The Austere
3	The Straightforward
4	The Unspecial
5	The Basic
6	The Plain

Epilogue:

The story has come to its end. Your warbands and characters will fade from history, leaving only stories that twist and wind from telling to retelling.

So what is next?

Write the denouement for your characters and how they will bow out of this story. Sow the seeds, perhaps, for more stories to come! How does this story set up the next story?

When you are good and ready, play the campaign anew with a cast of new characters or perhaps old favorites. Maybe some characters have become swords for hire. Maybe the territories of this story have shaped the factions of the story to come. There is so much you can do!

However, take a moment to appreciate the story that you have just written. Think of the highlights and the low points of the campaign that just passed. What do you want to revisit? What do you want to never think of again?

Either way, I hope you had fun and soon will have fun again.